

Appendix D - Identifying Cards

Many rules and cards will refer to certain attributes on cards for identification purposes (Droid, Jedi, star destroyer, hologram, etc.).

Cards are most commonly referred to by name, subtype, or icon.

The two cards pictured here illustrate this. They might be referred to by their card type icons - droid or starship – or by other icons on the card. Artoo, for instance, is from Episode I; Conquest has a permanent nav computer and scomp link. The cards can also be referred to by their name (or a part of their name) or their subtype (or a part of that).

Artoo, for instance, is an astromech, because his subtype is "Astromech Droid." Conquest is "Capital: Imperial-class Star Destroyer." This means that any references to capital starship refers to Conquest, as well as star destroyers and Imperial-class star destroyers. This applies to all cards: Probe Droid and Sith Probe Droid are both probe droids, because "probe droid" is a part of the name. Likewise, Jabba's Space Cruiser and Home One are both cruisers, because it's part of the name for the former and part of the subtype for the latter.

A certain amount of common sense is required with this (if confused, check the list at the end of the appendix for some of the most common examples).

Astromechs, for instance, are characters (droids), thus Astromech Translator and Astromech Shortage are not targeted by cards that refer to astromechs. Likewise, banthas are creature vehicles (big lumbering beasts you ride) – Bantha, Rogue Bantha, and URORRuR'R's Bantha are all banthas, WED-9-M1 'Bantha' Droid, Bantha Herd, and Bantha Fodder aren't.

In addition, there is a list of characteristics – characteristics never refer to a card that is not a character. For instance, Red Leader In Red 1 is not a leader, even though "leader" is in the card's name and the permanent pilot's name.

Game Text

A card may also gain attributes by its game text. Colonel Wulf Yularen (V) is an Imperial Council Member by his game text. Likewise, Myn Kyneugh is a royal guard – his game text refers to "other royal guards" which indicates that he himself is one (they can't be other royal guards if he isn't one). A card's game text must indicate that it is referring to itself to gain an attribute. For instance, the presence of the word "Jedi" in Padme's game text doesn't make her a Jedi, because it's obviously not referring to her.



If a card has an attribute by virtue of its game text, and that game text is canceled, they still have the attribute (unless they have it conditionally, such as "Spy while on Coruscant."). In these cases, Wulf and Myn would remain Imperial Council Members and royal guards, respectively.

Lore

As you can see by the images above, lore is **not** typically used to identify a card. Lore exists to provide flavor and background information. In the instances of the cards above, Artoo is not a maintenance droid and Conquest is not a cruiser. Even though their lore refers to those things, it is not generally used to identify a card.

That being said, there are some rare cases where it is used. **It is important to remember that these are exceptions to the normal rules of referencing – lore is normally not used to identify a card.** These are the only six situations where lore matters:

- Dejarik Rules, See Dejarik Rules, Ap. C
- Enclosed rule, See Starships – Enclosed, Ch. 9
- Squadron designations, See Starships – squadron designations, Ch. 9
- Gender, See Gender in the following section
- Characteristics, See Characteristics
- A card specifically refers to lore (such as ISB Operations)

A breakdown of this by card type is found at the end of this chapter.

Image

With the exception of gender, images never matter under any circumstances.

Defined Attributes & Loaded Keywords

Certain cards are referred to by defined attributes – this means that they have the attribute not because it's directly stated on that card, but because of a rule. In other cases, an attribute is simply defined based upon known information about the card (Chief Chirpa is an Ewok).

Some attributes have certain rules that apply to those cards that have them (sometimes called "loaded keywords").

Both of these are explained in this section. Note that there are some defined aspects also described in Chapter 9 that are specific to its card type. For instance, the three creature types are under creature, the different starships under starships, and prisons under locations.

Bomber

All B-wings and TIE/sa are bombers.

Gender

Only characters (even droids) have gender. To determine the gender of a character, examine title, lore, and game text for words which will indicate the gender (he, she, him, her, male, female, princess, etc.). If there are none, check the picture and see if a reasonable person would conclude that the character is female (if you are not a reasonable person, find one). If it is unclear, the character is considered male.

Heroic

Characters, vehicles, and starships can be heroic (whether by their own game text or have it provided). Whenever a heroic card is targeted by a weapon, add 1 to the total weapon destiny. Also, in a battle where there's a heroic card, non-heroic cards cannot be targeted by weapons unless all heroic cards are hit, not participating in battle, or cannot be targeted by that weapon.

For example, if light has a heroic character (Chewie) in a battle, then any dark side weapons that can target him can only be fired at him, but if they don't (such as targeting only a vehicle, or a non-Rebel character, or a Jedi, etc.) they wouldn't have to, if he was excluded from battle they wouldn't have to, if he left the table they wouldn't have to, if he was inside an enclosed vehicle (where he can't be targeted) they wouldn't have to, or if he was finally hit they wouldn't have to. Light would be able to target whomever they wanted because you can't target your own cards with weapons.

Operatives

Operatives are identified by their title, X Operative, with X being a system. The operative is considered a 'matching operative' for system X (e.g., Kiffex Operative is a matching operative for Kiffex).

Operatives are restricted by special rules as follows:

- You may not voluntarily deploy or move your operative to (or through) a location on its matching planet where you already have an operative (even if inactive) of the same card title.

- If, at any time, two of your Operatives (even if inactive) of the same card title are at the same location on their matching planet, you must choose one to be lost (you may choose an inactive operative to be lost).
- Your operative character on its matching planet may not apply its ability toward drawing battle destiny. Your operative may not control a location on its matching planet for any reason unless you have other cards there capable of controlling the location (e.g., an ability-1 character or a battle droid). Your operatives still occupy that location (and may battle or be battled), but may not Force drain or flip an objective alone.

R-unit

R-unit is defined as any droid that is an astromech or vehicle droid. No other card is considered an r-unit droid.

Spy

Spy is a characteristic (see Characteristics). Spies may deploy to locations even where you do not have presence or Force icons. Also, if you are permitted by rule or card to deploy a spy simultaneously with another card, they may both deploy to a location where you do not have presence or Force icons.

Specific Rulings

All Character versions of Dash, Han, Tarl and Wedge are Corellian.

Chewie, Enraged is a Wookiee.

Chief Chirpa is an Ewok.

General Jar Jar is a Gungan.

Jabba Desilijic Tiure is a Hutt.

Keder The Black is a Coruscant guard.

Kir Kanos is a royal guard.

Lieutenant Grond is a scout and Corellian.

Owen & Beru Lars is both male and female.

R2-D2 is heroic.

Rebel Commander is not a Corellian.

Rep Been is a Gungan.

Sergeant Major Bursk is a snowtrooper.

Sergeant Major Enfield is a Death Star trooper.

Sergeant Narthax is a snowtrooper.

Sergeant Torent is a Death Star trooper.

Thok & Thug is a Gamorrean.

Trooper Davin Felth is a sandtrooper.

Trooper Jerrol Blendin is a Cloud City trooper.

URoRRuR'R'R is a Tusken Raider.

One-Arm is a wampa.

Blockade Flagship is a Droid Control Ship.

4-LOM's Concussion Rifle is a blaster rifle.

Assault Rifle is a blaster rifle.

Echo Base Trooper Rifle is a blaster rifle.

Imperial Blaster is a DH-17 blaster.

Characteristics

In addition to common attributes (e.g., deploy cost, ability, icons), many characters have additional game-relevant features called characteristics (e.g., leader, stormtrooper, Wookiee). **Only Characters have characteristics.** Characteristics are printed in the lore of the character (in addition to the normal means of having it, such as by having it in the name, subtype, or game text). In addition, a character may gain that characteristic from other cards (for instance, Agents Of Black Sun makes certain characters a Black Sun agent).

Below is the list of characteristics. It must be on this list to qualify as a characteristic (note that, with the exception of infantry battle droid, droid-specific references are not on this list; this is because droids are typically referred to by subtype only). Thus, Thul Fain is not an Imperial, WED-9-M1 'Bantha' Droid is not a bantha, and Gray Squadron Y-wing Pilot is not a Y-Wing.

To determine if a card has a characteristic, see The Rule Of Three.

accountant	leader
admiral	miner
Black Sun agent	musician
bounty hunter	Royal Naboo Security
commander	senator*
gambler	scout
gangster	smuggler
general	species*
gunner	spy
handmaiden	tax collector
Imperial Council member	thief
Infantry battle droid	Trade Federation
information broker	trooper*
Jedi Council member	* see entry on right

Characteristics - The Rule Of Three

In order to have a characteristic, a card must meet three criteria:

- It must be a character;
- It must have the word appear in the lore of the card (and, of course, the standard rules of name, subtype, and game text apply). It must appear in its entirety, by itself (or as a plural or possessive) as printed in the list of characteristics;
- the context must indicate that it is referring to that card.

It is important to emphasize that it must be the exact term, not a variation of it. For example, cards such as Lieutenant Arent ("Commanded a prototype...") and Nute Gunray ("Commanding Viceroy of the Trade Federation...") are not commanders, because the word "commander" is missing. Likewise, Tech Mo'r ("...while gambling") is not a gambler and Corellia Operative is not a Corellian.

Characteristics – Senator

Anyone with "member of the Imperial Senate" in lore is also considered a senator.

Characteristics – Species

Examples of species are Wookiees, Jawas, Hutts, Tusken Raiders, Ewoks, and Corellians (yes, Corellians are actually a race of humans; for simplicity we refer to all such identifications as species). Human is not considered a species (since it is subdivided into different races), nor is humanoid.

Characteristics – Trade Federation

This refers only to characters who are members of the Trade Federation. Trade Federation Starship refers to starships with the Trade Federation Starship icon (see Starships, Ch. 9).

Characteristics – Troopers

Anyone with a characteristic containing the word "trooper" (even within another word) has that characteristic and the trooper characteristic. Thus Rebel troopers, stormtroopers, Cloud City troopers, etc. all are considered troopers in addition to those characteristics.

Specialized trooper characteristics are:

Biker Scouts (these are also stormtroopers and scouts)

Cloud City Trooper

Death Star Trooper

Echo Base Trooper

Rebel Trooper (any trooper that is of the card type

Rebel is a rebel trooper)

Sandtrooper (Sandtroopers are also stormtroopers)



Snowtroopers (Snowtroopers are also stormtroopers)

Stormtrooper

Persona Lists

Most of the time, a shorthand reference to a particular Star Wars character or item is obvious, usually utilizing only the first name or the last name (e.g. Xizor). Any reference to Vader is obviously referring to all cards representing the persona of Darth Vader. Piett is the persona name for either Captain Piett or Admiral Piett, and, Boba Fett is represented by Boba Fett, Boba Fett With Blaster Rifle, and Boba Fett in Slave I. Starships with an "in" preceding the name are also of the same persona, so that Hound's Tooth and Bossk In Hound's Tooth represent the same ship.

The following lists show the standard names for various "personas" of the Star Wars universe wherever that card may be known by more than one name (a name does not have to be on this list to be referred to by a shorthand version, such as Biggs). Whenever any card or rule text refers to the standard persona name, it is referring to ANY card that represents that persona. For example, a reference to 'Lando' would affect all cards that 'contain' a persona of Lando Calrissian, such as the Dark or Light side character card Lando Calrissian, Lando With Blaster Pistol, Tamtel Skreej, and Lando In Millennium Falcon.

In the event that a card title matches the persona name (e.g. Boba Fett, Emperor or Vader), references to that name are considered to refer to the persona, not the individual card. If the specific card is the intended target, a set reference will be included (e.g.  Boba Fett,  Emperor).

When a character crosses over, their persona name changes (see Crossing Over, Ch. 5).

If the persona name of a permanent pilot and a character are identical, it is considered a character persona, even if not on the list (e.g. Zuckuss and Zuckuss In Mist Hunter are both the Zuckuss persona; thus Zuckuss is a character persona, and Dark cannot deploy Zuckuss' Snare Rifle on the starship).

Starship Personas

Black 2 (also part of Death Star Assault Squadron)
 Black 3 (also part of Death Star Assault Squadron)
 Executor (also called Flagship Executor)
 Falcon (the Millennium Falcon, also Gold Squadron 1)
 Gold 1
 Hound's Tooth
 IG-2000
 Mist Hunter
 Punishing One
 Red 1
 Red 2 (Wedge's starship, also called Red Squadron 1)
 Red 5
 Slave I
 Vader's Custom TIE (also part of Death Star Assault Squadron)

Weapon Personas

Maul's Lightsaber (also depicted as Maul's Double-Bladed Lightsaber)
 Qui-Gon's Lightsaber (also depicted as Qui-Gon Jinn's Lightsaber)
 Vader's Lightsaber (also depicted as Darth Vader's Lightsaber)

Character Personas

4-LOM (the bounty hunter)
 Amidala (also depicted as Padmé)
 Boba Fett (see entry)
 Bossk (the bounty hunter)
 C-3PO (also depicted as Threepio, See-Threepio etc.).
 Chewie (the Wookiee, Chewbacca)
 Dengar (the bounty hunter)
 Dofine (the Neimoidian, Daultay Dofine)
 Emperor (the Imperial, Emperor Palpatine; see below).
 Gunray (the Neimoidian, Nute Gunray)
 Haako (the Neimoidian, Rune Haako)
 Han (also seen disguised as stormtrooper TK-422)
 How (the Neimoidian, Tey How)
 IG-88 (the bounty hunter)
 Lando (also seen disguised as Tamtel Skreej)
 Leia (also seen disguised as Boushh, and referred to as Daughter Of Skywalker)
 Luke (also referred to as Son Of Skywalker)
 Mace (the Jedi Master, Mace Windu)
 Maul (the Sith, Darth Maul)
 Mara Jade (also depicted as Arica)
 Obi-Wan (also depicted as Ben Kenobi)
 Panaka (the Queen's guard, Captain Panaka)
 Piett (see entry)
 Qui-Gon (the Jedi Master, Qui-Gon Jinn)
 R2-D2 (also referred to as Artoo, Artoo-Detoo etc.)
 Ric (the Naboo pilot, Ric Olie)
 Skywalker (refers to any version of Shmi and the light side versions of Leia, Luke, Anakin, and Mara Skywalker; see Crossing Over, Ch. 5).
 Vader (see entry)
 Wedge (the Rebel pilot, Wedge Antilles)
 Yoda (the Jedi Master, Yoda)

Personas - Palpatine, Sidious, And The Emperor

While in the saga of Star Wars we learn that the Emperor, Senator Palpatine, and Darth Sidious are one in the same, for game purposes they are treated as three distinct people. They will be referred to as Emperor, Palpatine, and Sidious, respectively.

Other Aspects Of A Card

In addition to those covered so far, the following card attributes may also be referenced:

- card back (Light Side, Dark Side)
- card category (character, weapon, starship, Admiral's Order, location etc.)
- card type (same as card category, except for characters which are alien, Imperial, Rebel, and droid and locations which are system, sites and sectors)
- Force sensitivity (Force-attuned, Dark Jedi)
- unique or restricted (found in card title)
- statistics (destiny, deploy, power, ability, forfeit, parsec number etc.)
- card state (missing, undercover, captured, just lost, just forfeited etc.).
- card owner (light side player, dark side player, you, opponent, etc)

Common Sense List

Here's some examples of terms and card types

Astromech	droid
Bantha	creature vehicle
Blaster	weapon
Dark Jedi	character
Jedi	character
Lift Tube	vehicle
Mentor	character
Speeder	vehicle
Star Destroyer	capital starship
T-47	vehicle
Tatooine	location
Tauntaun	creature vehicle
Y-Wing	starfighter

Lore use per card type

Starships: to identify squadron designation

Vehicles: to check to see if enclosed; to identify squadron designation

Effects & Interrupt: to check if hologram or dejarik

Characters: Gender, Characteristics, to identify squadron designation

Otherwise, lore doesn't matter unless a card specifically refers to it

Identifying Characteristics - Examples

Characteristics can be found in title, lore, subtype or game text, which means that Jawa, Daroe, and Thedit all have the characteristic "Jawa." Jawa has the word in its title (even though it occupies the entire title); Daroe in lore ("Jawa who has inside connections with the Empire."); and Thedit in game text ("When in a battle with at least two of your other Jawas, adds one battle destiny.").

The presence of the word in the text is not enough by itself; it must by context also be clear that it's referring to the card in question. Het Nkik, Corporal Avarik, and Corporal Misik all have the word "stormtrooper" in their lore. However, Het Nkik ("Wants to avenge deaths of relatives killed in stormtrooper assault on sandcrawler.") doesn't refer to Het himself, so he is not a stormtrooper. Avarik ("Stormtrooper assigned to biker scout unit.") clearly refers to himself, so he is a stormtrooper. Misik simply has "Stormtrooper." as a single sentence; this always means the card has that characteristic. The same is also true for every other place you might check. Lieutenant Suba ("While at a Death Star or Executor site, your troopers deploy free there and are power and forfeit +1 there...") is not a trooper, because the context does not indicate it is referring to himself. Rebel Squad Leader ("Adds 1 to forfeit of your other troopers and Rebel Guards at same site.") is a trooper because the context refers to itself as a trooper (they cannot be "other troopers" if he himself isn't one). If Rebel Squad Leader's game text is canceled, he'll remain a trooper (but he still won't be able to use his game text abilities).

A characteristic applies only to characters. For example, Stormtrooper Backpack would seem to have the stormtrooper characteristic; it is present in the title and is referencing itself. However, only characters can be stormtroopers, and Stormtrooper Backpack is a device, thus it's not a stormtrooper.

A term must be on the list to be a characteristic; if it isn't, then the characteristic rules cannot be applied. Artoo, Brave Little Droid ("Starship maintenance droid within the Naboo droid pool.") might seem a legal target for anything looking for a maintenance droid. However, "maintenance droid" doesn't appear on the list of characteristics; it is, in fact, a droid subtype. Thus Artoo isn't a maintenance droid, nor is 2X-3KPR (Tooex) or R5-A2 (Arfive-Ayto).

Appendix F - Current Rulings

Δ=New ruling for this quarter

Chapter 1

for each/for every

The following is added to the end of the entry

When ever something happens "for each" or "for every" of X, and there are no X's that qualify, the value is treated as an unmodifiable zero. For instance, the Force loss from Vengeance Of The Dark Prince is based on "opponent loses 1 Force for each battleground location occupied by Xizor or Emperor." If there are no battleground sites occupied by Xizor or Emperor, then that Force loss is 0 and cannot be modified.

The One Rule

[The following is added after the final paragraph of the main entry]

"Top Card" is considered singular for game play purposes.

Δ Paying Costs

The following replaces the second paragraph of this entry under Actions

Some actions have Force loss as a cost of initiation, such as playing Blaster Proficiency. Cards which modify or substitute another action for Force loss cannot be applied to this cost of initiation - it must be paid in full (barring anything that specifically refers to the cost of initiating an action, such as a deployment modifier). For example, Blaster Proficiency allows you to cause a just hit character to be immediately lost; the cost is losing 1 Force. You cannot play this unless you choose to lose 1 Force, which means that cards such as It Could Be Worse or Merc Sunlet (V) cannot be used to get around paying that 1 Force. Maintenance Costs are considered costs, so you likewise cannot use an action that modifies or substitutes Force loss to avoid losing Force for them.

Values - Limited

Things are "limited" if you are not permitted all of what you are otherwise entitled to. For instance, if you can Force drain for three at the Death Star, and Resistance only allows you to drain for two, your Force drain has been limited to two. However, if you Force drain for two at Naboo under the same conditions, your drain has not been limited, because you are draining for what you are otherwise allowed to. Likewise, if you can draw two battle destiny, and Imperial Command says you may only draw one, your battle destiny has been limited to one. However, if you were only entitled to draw one battle destiny, your battle destiny has not been limited, because you are drawing what you are otherwise allowed to.

Anything which cancels modifiers is NOT limiting.

Δ Values - Reset

The changing of a value to a specific new value (such as power=0). When a value is reset (e.g., ion cannons, crashed vehicles, weapons that set forfeit = 0, Lateral Damage), that value is unmodifiable until restored to normal (or until the affected card leaves play).

Some cards define their value in their game text, such as Jawa or Brainiac. This is not resetting and may be modified.

Chapter 2

Start of Game

During the start of game, no player can activate, use, or lose Force. That part of any action is ignored. For instance, if during the start of game you deployed a site to Ralltiir while Insignificant Rebellion (V) was on table, you would not activate Force.

Δ Starting Interrupts/Objectives - Mandatory Actions

The following replaces the final paragraph of this entry.

If your objective or Starting Interrupt requires you to deploy a location, and it would require converting a location that cannot be converted, place your copy of the location out of play and continue as if you had deployed the location. This is a specific exception to the rules.

Chapter 6

Δ Battle

A conflict you initiate during your battle phase in an effort to deplete your opponent's Life Force. Battles can occur at a location only if both players occupy that location - i.e., they both have presence there. (But note that if all presence is completely removed from either side before the battle's power segment, the battle ends. This happens instantly, not as an action, so there is no time between the exclusion and the end of the battle for anything to take place. Events that occur at the end of battle -or last until end of battle- happen at this point, so long as they do not depend on the battle successfully completing. If all presence is removed during or after the power segment, the battle will continue as normal; however, see Explosive Charge, Ap B.) [continue original entry]

△ Participating In Battle - Excluded From Battle

[The following replaces the first paragraph of this entry]

Excluding a card from battle removes a card from participating in the current battle in progress. Cards that are excluded from battle are considered inactive for the duration of the battle (remember that when a card is inactive, then all cards deployed on and aboard it are inactive as well); however, being inactive will not cause objectives to flip or other cards to be canceled or otherwise removed from table (this is a specific exception to the rules). Inactive pilots and passengers will still occupy pilot/passenger capacity slots.

Chapter 7

Regular - Starship And Vehicle Sites

The following replaces the entry in Chapter 7.

You may move your cards to or from a starship or vehicle card (or its location) and a related starship/vehicle site. This movement is free for you. You may perform any of the following moves:

- Moving between the starship/vehicle site and the related starship/vehicle card (capacity permitting)
- Moving between a vehicle site and the starship card that vehicle is aboard.
- While the starship/vehicle at a site, moving between a starship/vehicle site and the location the related starship/vehicle is present at (This is the only one of these moves your opponent may use. Follow the cost listed on the starship/vehicle site; if no cost listed, it is free).

Chapter 9

△ Creatures

Type of card that represent the threats that wild animals can pose to an unwary traveler. Instead of battling, creatures participate in attacks (see Attacks, Ch. 6). Creatures are excluded from battle by rule (and thus are inactive). However, creatures which affect a card participating in the battle still provide whatever effect is stated, whether on the creature or another card. For instance, if an attached creature reduced a character's power by 2, the character would remain power -2 during battle, and if a character's game text stated they add one battle destiny if with a creature, they would add one battle destiny. This is a special exception to the inactive rules that applies only to creatures.

Interrupts - Out of Play Interrupts

Out Of Play Interrupts are identified by their interrupt icon in the upper-left corner of their card, and "Out Of Play Interrupt" in their subtype box. Out Of Play interrupts (or interrupts with an Out Of Play function) are played under normal interrupt rules. Once resolved, they are placed out of play. Once played as an Out Of Play Interrupt, no card of the same title may be played again as an Out Of Play Interrupt (though if it can be played as a Used or Lost Interrupt, it may still be played using its Used or Lost function).

Locations - Starship Sites

This entry is stricken.

Not Endorsed or Sponsored by Lucasfilm

Locations - Vehicle Sites

This entry is stricken.

Locations - Starship And Vehicle Sites

Starship and vehicle sites obey location deployment rules (e.g., interior/exterior sequence and insertion) and create locations aboard a starship/vehicle where cards may deploy, battle and move. For convenience, each group of starship sites is placed on table separately from other sites. However, the group is related to one particular starship.

There are two types of starship/vehicle sites: unique, and non-unique. Non-unique sites can be related to any card that has an aspect mentioned in its title (for instance, Star Destroyer: Launch Bay may be related to anything considered a star destroyer). Non-unique sites deploy only to a starship/vehicle on table, and are lost if that starship/vehicle leaves table.

Unique starship/vehicle sites are instead related to one specific starship/vehicle in their name (such as Executor: Control Room, it is related only to the Executor). They operate independently of their related starship/vehicle, which means they can deploy whether or not the starship/vehicle is on table, and do not leave play even if the related starship/vehicle does (however, see Blown Away, Ap. C for dealing with blown away starships).

Cards at a starship/vehicle site are considered to be on (and aboard) a starship or vehicle, and they are considered on or aboard a starship/vehicle mentioned in the site's title. Also, they are considered to be on (and aboard) the related vehicle and starship (if it is on table). For instance, if Stormtrooper is at Star Destroyer: Launch Bay related to Flagship Executor, he is aboard a capital starship, the Executor, and a Super-class star destroyer. A Rebel Trooper at Home One: War Room is aboard a starship and Home One. However, if the Rebel Trooper is at the Home One: War Room while Home One is not on table, then that is all he is aboard (he is aboard Home One and aboard a starship, but not aboard a capital starship or a cruiser, because that information is not on the starship site, so only exists when Home One is on table). Cards at starship/vehicle sites are considered to be "below decks" rather than on the "bridge"/"cockpit" of the starship/vehicle, and thus are not considered in any way to be at the location of the vehicle or starship. For instance, if Home One and Flagship Executor from our above examples were both at Endor, neither the Stormtrooper nor the Rebel Trooper would be considered at Endor or have any effect on any battle that might take place there.

Starship/vehicle sites are related to any other starship/vehicle sites related to the same starship/vehicle. While the starship/vehicle is at a site, its sites are considered adjacent to that site, and are considered related to locations related to that adjacent site. If not at a site, they are not adjacent and are not related to any other location (except other related vehicle/starship sites). However, while such sites may

be related, they are not considered sites on that planet or deploying to that planet. For instance, Jabba's Sail Barge: Passenger Deck is not a Tatooine site for the purposes of My Kind Of Scum, and deploying AT-AT: Deployment Platform to Blizzard 1 on Ralltiir will not trigger Insignificant Rebellion (V).

For movement related to starship/vehicle sites, see Regular - Starship And Vehicle Sites, Ch. 7 and Regular - Landing And Taking Off, Ch. 7).

Starships - deployment

The following is added to the end of this entry.

Any action that deploys a starship "with pilot" or "with a pilot," and does not indicate that the pilot is optional for that particular starship, must be deployed simultaneously with a pilot or the starship cannot deploy.

▲ Starships - Enclosed

All starships are defined as being enclosed. Any vehicle with "enclosed" in its lore is also enclosed. Characters aboard an enclosed vehicle or starship are sheltered from the environment and thus are not present at the location, preventing them from applying their personal power towards your total power at that location, firing character weapons or being targeted by weapons. On an enclosed vehicle or starship, all characters may use ability, forfeit and game text (when appropriate), but only pilots and drivers—not passengers—may apply their ability toward drawing battle destiny. See Landed; Vehicles - open vehicles.

Starships - Starfighters without maneuver

A starfighter without maneuver may not be targeted by a card that examines maneuver. Thus Obi-Wan In Radiant VII cannot be targeted by Talon Roll or I'm On The Leader. Note that this applies to cards that look only at maneuver, not those that look at maneuver or armor or those that look at defense value. A card with maneuver of an unmodifiable zero may still be targeted as a card with maneuver.

Weapons - Firing

[The following replaces the first paragraph of this entry]

The act of targeting with any weapon, including swinging a lightsaber, ax or Gaffi Stick. The exception to this is automated weapons (see Automated); Laser Projector is the only automated weapon which fires, all others are performing whatever act is stated in their game text (such as when Timer Mine "explodes"). A weapon may only fire at targets mentioned in its text (some weapons have received errata for this reason; see Ap. A). A weapon has been fired once the firing action resolves; if it is canceled before then, it is not considered to have fired (though it has still been used, see Using Weapons).

Weapons - Firing Separately Or Combined

Sometimes you are permitted to fire a weapon more than once and do so either separately or combined. In these instances (not in instances where you can fire more than once, such as Maul's Double-bladed

Lightsaber, but only when you may do so "separately or combined" such as Targeting Computer), do the following: declare that you are firing twice, then declare whether you are firing separately or combined. Both shots fired will be considered part of the same overall action, so no top-level actions may take place between shots. If firing separately, choose the first target, and resolve, then choose a target again (it may be the same target) and resolve.

If firing combined, treat each firing as a single weapon destiny (not a weapon destiny total, even if multiple draws are made), then add them together to form the total weapon destiny, apply further modifiers to total weapon destiny, and then resolve.

Firing Separately Or Combined - Example 1

Karie Neth is piloting Red 7 with Enhanced Proton Torpedoes and Targeting Computer. During battle, light declares he's using Targeting Computer to fire twice, combined, at Stalker. The weapon destiny drawn first is 4, with Karie's +1 becoming 5 and -1 from the computer becoming 4 again, and the second destiny (2) adding and then losing 1 to become 2, for a total of 7. The weapon adds 1 to the total, for 8 against Stalker's defense value of 7, so the star destroyer is hit.

Firing Separately Or Combined - Example 2

Home One has Heavy Turbolaser Battery and Targeting Computer. During battle, light declares he's using Targeting Computer to fire twice, combined, at Zuckuss In Mist Hunter. Light's first firing is 2 and 4 for a total of 4 (Targeting Computer subtracts 1 from each draw), and second is 3 and 6 for a total of 7. Together they make 11, minus 6 from the weapon because it is targeting a starfighter, for a total of 5, defeating Mist Hunter's defense value of 3 and causing it to be hit.

Appendix A

Advantage

If an opponent's character of ability > 3 was just lost in a battle or duel you won, deploy on one of your warriors involved. Warrior is power +2. During each of opponent's move phases, opponent loses 1 Force (2 if character was a Dark Jedi). (Immune to Control.)

Elom

Power +3 at same site as an Imperial. For remainder of game, Plastoid Armor is an Effect, is not unique, is immune to Alter while on table, and it deploys only on a Rebel or alien at same mobile site as Elom (character is now 'disguised').

Intruder Missile (light)

Deploy on your B-wing, Z-95, YT-1300 Transport, or Falcon. May target a capital starship for free. Draw destiny. Add 3 if that capital starship was targeted by another weapon this turn. Target hit if total destiny > defense value. After firing, place Missile in Used Pile.

Naboo: Battle Plains (dark)

DARK: Unless Gungan Energy Shield on table, your AATs are each power +2 here.

Naboo: Battle Plains (light)

DARK: Your AATs deploy +1 here.

Plastoid Armor

Deploy on a Death Star site where a stormtrooper was just lost. Target one of your characters not on Death Star. When target reaches Utinni Effect, relocate to target. Target is now 'disguised:' gains spy skill, power and forfeit +2, and armor = 5.

Sandcrawler: Droid Junkheap

The title of this card is errata'd to ...

Sandcrawler: Loading Bay

The title of this card is errata'd to ...

Swilla Corey

Deploy on your non-thief to give that character thief skill. Once during each of your control phases, may target one device at same site. Draw destiny. If destiny < target's destiny number, it is stolen. OR Deploy on a weapon to prevent theft. (Immune to Alter.)

Appendix B**△ Careful Planning (V)**

Non-unique sectors and sites may not be deployed using this interrupt because such locations are not related until they are deployed to the table.

If this Starting Interrupt requires you to deploy a system over a system on table that cannot be converted, place the system on the table, deploy your site (your copy of the system and site cannot total more than three of your Force icons) and Effects, then place your copy of the system out of play. See Starting Interrupts/Objectives - Mandatory Actions, Ch. 2.

△ Do They Have A Code Clearance

The reduction this Effect applies to Force retrieval is an automatic modifier, and as such applies before any other comparisons or actions are made. This means that the value of X on Secret Plans is reduced by the number of cards stacked on this Effect. Note that a retrieving card is stacked on this Effect after the retrieval is completed, and is optional (thus automatic actions may occur first, such as placing the card out of play). A card that "retrieves" a specific card by name is still retrieval, and can be reduced. For example, Baragwin says "Once per turn, if the top card of your Lost Pile is a weapon, device or transport vehicle, may use 1 Force to retrieve it." If there is at least one Interrupt or Utinni Effect stacked upon Do They Have A Code Clearance?, that will reduce the Baragwin retrieval from 1 card to no cards.

An Interrupt that is placed out of play when it resolves (an Out Of Play Interrupt, an Interrupt played by Meditation (V), an Interrupt played from Lost Pile by

This Place Can Be A Little Rough, etc.) may be stacked on this card before it is placed out of play. However, an Utinni Effect that is placed out of play "when completed" (such as when Outrider is on table) may not.

△ Don't Tread On Me (V)/Surface Defense (V)

If you play this as a Starting Interrupt, you must draw at least 8 cards. You do not need to declare how many cards you will draw, you may continue to draw until you wish to stop (or have drawn 12 cards). The Used Interrupt function may not be used to deploy an Effect that lists any deploy cost in its game text (such as Beggar) or is conditionally immune to Alter (such as Well Guarded). You do not place cards in Used Pile if opponent has He Is Not Ready (V) or Our Most Desperate Hour (V) on table, unless you chose to draw exactly 8 cards total.

Death Star: Conference Room

If you satisfy the conditions of this site, you do not lose Force to deploy Visage Of The Emperor.

△ Frozen Assets

This Effect prevents you from drawing any card from below it in Force Pile. You also may not peak at (or otherwise look at) those cards, shuffle those cards, take any of those cards into hand, stack them on another card, move them to another deck or pile, or reorder those cards in any way, they are a frozen block of cards. The only thing you may do with those cards is lose them. See also Slip Sliding Away.

Han's Toolkit

Han's Toolkit cannot be used in an "all cards" situation. For instance, when Overwhelmed is played, it targets all starships present, so Han's Toolkit cannot cancel it.

△ Hidden Base (V)/Systems Will Slip Through Your Fingers (V)

The 7 side of this objective allows you to treat certain non-unique starships as if they met the conditions of Incom Corporation and Koensayr Manufacturing, in addition to what is already mentioned on the card. Thus Incom Corporation will still affect T-16s and T-47s and Koensayr will still affect unique Y-Wings.

△ Hunt Down And Destroy The Jedi/Their Fire Has Gone Out Of The Universe

While the 7 side of this objective on table, you do not lose Force to deploy Visage Of The Emperor.

△ I Am Your Father (V)

This card may not be played if Luke is a captive.

Luke's Backpack

The following is added to the end of the entry

The character also automatically disembarks if the carrying character or Luke's Backpack leaves table.

Millennium Falcon (V)

The draw for hyperspeed on this starship takes place after costs are paid but before the Falcon moves. If the draw fails, the Falcon has not performed a regular move and may still perform one if possible (such as landing or moving to an asteroid sector). You may not make a second attempt, because a starship with hyperspeed=0 cannot use hyperspeed, and so is never about to use hyperspeed.

△ Thrawn's Pet

This does not stop the activation of Force from Jedi Masters and Dark Jedi Masters. No creature attacks take place here, whether by creatures or against them.

△ We Have A Plan/They Will Be Lost And Confused (V)

While there is a prison on table, you may not initiate any action with a cost that would normally require Palpatine to leave table. For instance, you cannot target Palpatine with Noble Sacrifice, as placing him out of play is part of the cost of the action. When Palpatine is relocated to a prison, the light side player may choose which one. Palpatine's relocation cannot be prevented (for instance, even if he cannot move). When Palpatine is relocated, he is "reset" to the same state he is normally in when deployed (for instance, if he was hit by a lightsaber he is no longer hit and his forfeit is no longer zero); any cards deployed on him are not lost as he has not left table. If playing against a deck whose objective or starting interrupt requires deploying (and thus converting) Coruscant, see Starting Interrupts/Objectives - Mandatory Actions, Ch 2.

△ With Thunderous Applause

If this card is lost and Sidious is not on table, place it in the lost pile. If this card is canceled by Alter and it is stacked on Sidious, it remains on Sidious unless Oppressive Enforcement is on table, in which case it would be placed in the Used Pile.

Appendix C

Blown Away - Death Star

[The following replaces the fourth paragraph of this entry]

During the Provide Cover stage of an Attack Run (as indicated by the Attack Run card), you identify lead starfighter and wingmen. After that is complete, this stage continues in a similar manner to the weapons stage of a battle (but remember that it is not a battle): starting with the Light side, each player may perform top-level actions, and once both players pass consecutively, the Provide Cover stage ends and it proceeds to It's Away!. During the Provide Cover stage, the only actions that are permitted are those specifically permitted to occur during an Attack Run (including actions on the Attack Run card itself). This is the only time during an Attack Run that top-level actions can be initiated. Responses can occur to any appropriate action throughout the Attack Run. Attack Run specifically permits certain weapons to fire during this

time; they may do so only once (unless specifically stated otherwise). If you need to determine the ability of a pilot when there are multiple permanent pilots on a starship, see Starships - Permanent Pilots, Ch. 9.

Blown Away - Death Star II

[The following replaces the fourth paragraph of this entry]

If the Death Star II is blown away, starships at the Reactor Core may attempt to 'escape' (as defined on the Epic Event, not in the sense of captured starships). The light side selects their starships and, one at a time, moves one sector closer to the Death Star II system (this is free and considered an unlimited move). With each movement, draw movement destiny as indicated by the sector (you draw for your own ships); cards which modify movement destiny (e.g., Desperate Counter) affect the total of the draw and the maneuver. Once the light side's starships are finished moving from a sector, the dark side follows the exact same process (including drawing movement destiny using the light side game text) until all their starships have finished moving from that sector. This process repeats for the ships at the next sector, and so on until all starships reach the Death Star II system.

Captives - Frozen

The following replaces the second bullet point in this entry.

cannot be tortured or interrogated in any way (using any card titled: IT-O, Hypo, EV-9D9, Aiii! Aaa! Agggggggggg!, Interrogation Array, Sonic Bombardment and Cloud City: Interrogation Room, along with cards that in some way mimic this ability, such as Expand The Empire).

Captives - Seizure ("if possible")

In normal course of play, a character cannot voluntarily seize a captive if they are already escorting the maximum number of captives, or if they are aboard a vehicle or starship without sufficient capacity. In cases where you are required to seize a character "if possible," this likewise applies.

In other cases where you are required to seize a character (cases where imprisonment and escape are not options), and there is no "if possible" requirement, the seizing character must (as an automatic action): If already escorting: One captive already being escorted is released (escapes to Used Pile); Dark player chooses.

If on a vehicle or landed starship without sufficient capacity, must immediately disembark.

After that action resolves, the capturing action now takes place.

Captives - Seizure Examples

Examples

Boba Fett is alone escorting Luke. He uses Hidden Weapons to capture Han. He cannot choose to seize Han since he's already escorting Luke; Han must be either imprisoned if they're at a prison, or must escape to the Used Pile.

Luke is at same site as two Imperials while There Is Good In Him is on table ("When any Imperial is at Luke's site, Luke is captured (seized by an Imperial, if possible, even if not a warrior)"). One is escorting Han, the other is piloting a Single Trooper Aerial Transport. Neither one may seize Luke, because one is escorting the maximum number of captives, and the other does not have sufficient capacity. The capture cannot happen because it only happens "if possible," and this isn't.

Luke is at same site as Vader while Bring Him Before Me is on table ("If Luke is present with Vader and Vader is not escorting a captive, Luke is captured and seized by Vader."). Vader is piloting a STAP. Because Vader must seize Luke (it is not optional, and no other form of capturing is permitted), he must disembark and seize Luke. If Vader were escorting a captive, he would NOT seize Luke, because the objective applies only if Vader is not escorting a captive.

Dejarik Rules

[The following replaces the first paragraph of this entry]

'Dejariks' are small holographic gamepieces representing lifeforms from various planets in the galaxy. Any Interrupt or Effect with "dejarik" or "hologram" in lore is a dejarik or hologram, respectively (the exception is Well-earned Command, which is not a hologram). Dejariks and holograms may battle each other at a holosite (Dejarik Hologameboard or Imperial Holotable). A holosite is placed by itself on table and is never adjacent or related to any other site. Holosites allow dejariks and holograms to deploy and battle there as if they were characters. Dejariks and holograms at a holosite are not considered to be Interrupts and Effects (except for cards that specifically refer to them at a holosite), they are simply dejariks and holograms (e.g., Alter may not cancel Molator at the holosite). However, any card which specifically names a dejarik or hologram card may still affect that card (e.g., Grimtaash specifically cancels Molator). Vehicles, characters, starships, Utinni Effects etc. cannot be deployed or moved to a holosite. Only dejarik and hologram cards can exist at a holosite (and cards specifically permitted to deploy there).

Dejariks and holograms are not characters, and may not be targeted as such.

Local Trouble Battle

A Local Trouble battle is one where a battle has been initiated by a card titled Local Trouble. During a Local Trouble battle, any other characters, vehicles, or starships at the site that are not participating in the Local Trouble battle are inactive for the duration of the battle, with two specific exceptions:

- If a character participating in a Local Trouble battle is on an open vehicle, that vehicle is not inactive.
- Cards that become inactive because of a Local Trouble battle are considered to be on table for the purposes of objectives.

Remember that these cards are inactive by rule, they are not considered excluded for any game-related purpose.

Podracing - Race Destiny And Race Total

[The following should be added to the end of this entry]

If a podrace is not being run, treat all race totals as being an unmodifiable 0. This is a specific exception to the normal rules of undefined values. "Here" on a podracer refers to a race destiny stacked on that podracer, not any other. For example, when Dud Bolt's Podracer is lost, only the race destinies stacked on that podracer are placed in Used Pile.

Appendix D

The rules regarding characteristics have changed; ensure that you are using the updated version of Appendix D. The results of this change are that: Conquest is no longer a cruiser
Infantry Battle Droid is a characteristic
Starship weapons are not blasters

△ Clarification: **Grondorn Muse is a Corellian.**